

in Midlothian, Scotland and the El Yunque rain forest in Puerto Rico.

On September 14, 2005, Discovery Communications, Inc., announced the 40 middle school students who will advance to the finals of the Discovery Channel Young Scientist Challenge. Selected from more than 1,700 entrants, the finalists represent an elite group of young Americans who have demonstrated exceptional creativity and communications skills in their original science research projects. The 40 finalists will come to Washington, D.C. during October 15–20, where they will take part in the Discovery Channel Young Scientist Challenge finalist competition at University of Maryland's Cole Field House. There, they will compete in team-based, interactive challenges designed around the theme of "Forces of Nature." The winners will be announced at the awards ceremony on October 19, 2005.

The finalists for the 2005 Discovery Channel Young Scientist Challenge are: Iftin Abshir of Littleton, CO; John Bolander of Memphis, IN; Pinaki Bose of Fort Worth, TX; Kelsey Burnham of Okeechobee, FL; Shireen Dhir of Kathleen, GA; Brendan Dwyer of Northport, NY; Heather Foster of Beverly Hills, FL; Anudeep Gosal of Orlando, FL; Joanna Guy of Oakland, MD; Mary Hedberg of N. Attleboro, MA; Joshua Jones of Titusville, FL; Taylor Jones of Maryville, TN; Melanie Kabinoff of Boynton Beach, FL; Spencer Larson of Springville, UT; Gregory Lavins of Solon, OH; Melissa Luga of Hilo, HI; Elijah Mena of Gales Ferry, CT; Camden Miller of Fairview, TX; Lucia Mocz of Mililani, HI; Alyssa Ovaatt of Weston, MO; Susan Pasternak of Santa Barbara, CA; Jacob Perry of Livingston, MT; Sarah Pierz of Clarkston, MI; Sabrina Prabhakar of Fort Myers, FL; Nilesh Raval of Saginaw, MI; Roberto Rios of Mayaguez, PR; Aaron Rozon of Kapa'a, HI; Colleen Ryan of Chillicothe, OH; Brittany Sheehan of Bluffton, OH; Katherine Smith of Malabar, FL; Narayan Subramanian of Saratoga, CA; Adrian Tatulian of Orlando, FL; Bailey Terry of Newcastle, WY; Neela Thangada of San Antonio, TX; Nilesh Tripuraneni of Fresno, CA; Sheel Tyle of Pittsford, NY; Alexander Uribe of Eagle Mountain, UT; Ruslan Wertz of Coppell, TX; Garrett Yazzie of Pinon, AZ; and Robert Zane of Honolulu, HI.

At a time when science and technology plays such an enormous role in our lives, I believe it is imperative that we continue to support and nurture the next generation of young scientists. I would like to congratulate these students for their dedication and hard work and wish them all good luck and good science during the 2005 Discovery Channel Young Scientist Challenge.

WELCOMING FORMER TAIWANESE
PRESIDENT LEE TENG-HUI TO
WASHINGTON

HON. THOMAS G. TANCREDO

OF COLORADO

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. TANCREDO. Mr. Speaker, I rise today to welcome former Taiwanese President Lee Teng-Hui to Washington, D.C. this week.

President Lee is perhaps best known as a primary architect of Taiwan's miraculous transition from dictatorship to democracy. He is a

founding father of the island's well-known, vibrant, multiparty electoral system, and is often referred to simply as "Mr. Democracy."

Lee helped engineer various political reforms after becoming Vice President in 1984 and remained a steadfast force for democratization on the island after assuming the presidency in 1988. He convinced members of Taiwan's legislature, who were elected on the Chinese mainland some forty years earlier, to retire—opening the door for free and open parliamentary elections. He also championed changes to Taiwan's constitution to allow for direct popular election of the president—ushering in a new era of freedom in Taiwan.

In 1996, Lee was elected President in Taiwan's first direct Presidential election. His election was a watershed moment, paving the way for a peaceful transition of power in 2000 when the people of Taiwan elected Democratic Progressive Party candidate Chen Shui-Bian as President—marking the end of five decades of one-party rule on the island.

President Lee was able to engineer this transition peacefully, and under continued threats from communist China. His achievements demonstrate the power of democracy, and he deserves our respect for his determination and dedication to freedom.

IN MEMORY OF STEPHEN F.
KENDALL

HON. ROBERT E. ANDREWS

OF NEW JERSEY

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. ANDREWS. Mr. Speaker, I rise today in memory of Stephen F. Kendall. Mr. Kendall was a leading businessman in the great state of New Jersey, and his legacy of integrity and hard work will certainly be remembered.

Stephen Kendall built Arch America L.L.C., the major fabricator of metal products and served as its CEO for twenty-seven years. Born in the Wynnefield section of Philadelphia, Mr. Kendall graduated from Valley Forge Military Academy and attended Villanova University. In 1959 Mr. Kendall began to work at a tiny aluminum plant. By 1970 he had taken over the firm and proceeded to build the business into Arch America L.L.C. Arch America currently has 1,400 employees. Among its many achievements, Arch America provided scaffolding for the restoration of the Statue of Liberty and the Washington Monument. In 1997 Mr. Kendall stepped down from his position as CEO and became Chairman of the Board of Arch America. He passed away on October 6, 2005.

Stephen Kendall will be sorely missed. He is survived by his wife, two sons, one daughter, a brother, and eight grandchildren. His dedication to his family and his business will be remembered for generations to come.

VIDEO GAME VIOLENCE

HON. FRANK R. WOLF

OF VIRGINIA

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. WOLF. Mr. Speaker, particularly in light of the availability of video games like "Grand

Theft Auto: San Andreas," I would like to highlight a recent publication from the American Psychological Association regarding violent video game content and the resultant influences of these games on the behavior of children and adolescents. Violence in Video Games: A Review of the Empirical Literature discusses the strong correlation between video games and increases in aggressive behavior.

I am surprised that lawsuits haven't been brought holding game manufacturers responsible for the havoc they are wreaking on society.

VIOLENCE IN VIDEO GAMES: A REVIEW OF THE
EMPIRICAL LITERATURE

(By Jessica M. Nicoll and Kevin M. Kieffer)

One area of research that has received increasing attention involves the violent content of video games and the resultant influences of these games on the behavior of children and adolescents. No clear consensus has arisen as to whether violent video game content is harmful to players or predictive of future aggressive behavior, but there are some common themes in the empirical research literature. These common themes include: (a) demonstration of short term effects on player behavior following a violent video game participation; (b) gender differences as regards the player's aggressive reaction to the game; and (c) variations in the types of players who are at greater risk of being adversely affected by the violent content. The purpose of the present paper was to explore the general themes that have emerged in the research literature on violent video games and posit recommendations for future research on the relationship between violent video games and player behavior.

Violent content in video games is a particularly virulent topic among consumers and lawmakers alike. This issue has been contentiously debated from U.S. Superior Courts to the "Dr. Phil" show. Regardless of the positive and negative press generated by these violent video games, it seems that newly released games with extremely violent content are in no short supply and, in some cases, actually contain more graphic displays of violence than previous games. Mounting concern about the effects that violent video games have on young children and minors in general has led to the initiation of legislation that seeks to ban the sale or rental of video games deemed violent or sexually explicit. Concerned parents and lobbyists alike have insisted that industry regulations be made and, more importantly, enforced as regards the sale of violent video games to minors. Recently, Michigan legislators attempted to change the current law which allowed children to buy and rent video games that depict graphic violence, sexually explicit content, and the glorification of illegal activity. Illinois officials have called for similar legislation and currently require the labeling of violent and sexually explicit video games by manufacturers. Supporters of legislation limiting the dissemination of these video games believe that the video game industry has not been regulating itself stringently enough and that legislation of this type is both beneficial for American youth as well as society as a whole. Conversely, dissidents of this legislation maintain that these bans violate the first amendment rights of children and should not be allowed or enforced.

Recent court cases have placed violent video game content in the public eye. One such example, American Amusement Machine Association v. Kendrick (2001), alleged the legality of banning the sale of violent video games to persons under the age of 18.